appropriations for those different aid programs. I should point out just by way of information that the level in that dollar amount that I gave you includes the dollar amount for personal property tax exemption at the \$70 million level or continuing it as it now exists. It has nothing to do with the fund distribution or any of those issues but the total dollar amount is included there so that there is no duplication in the funds nor are there any funds left out. I move the bill be advanced. I would be glad to answer any questions.

SPEAKER MARVEL: The motion is to advance 561 to E & R for review. All those in Tavor vote aye, opposed vote no. Have you all voted? Record.

CLERK: 26 ayes, 0 mays, Mr. Frestdent, on the motion to advance the bill.

SPEAKER MARVEL: The motion is carried. The bill is advanced. The next bill is what, LB 163.

CLERK: Mr. President, LB 163 was introduced by Senator Marvel at the request of the Governor. (Read title). The bill was read on January 14 and referred to Appropriations. The bill was advanced to General File. There are committee amendments, Mr. President.

SPEAKER MARVEL: Senator Warner, do you wish to take up the committee amendments?

SENATOR WARNER: Mr. President, I move adoption of the committee amendments. LB 163 is the reaffirmation for those capital construction projects currently underway. The committee amendments reflect adjustments to provide for the necessary cash flow by year to reflect the construction progress that is being made. There are no new projects. There are no projects of buildings that are discontinued. So it is merely the continued authorization for projects currently underway and I move the committee amendment be adopted.

SPEAKER MARVEL: The motion is to advance 163. Okay, we will try the committee amendments first. All those in favor of the adoption of the committee amendments vote aye, opposed vote no. Record.

CLERK: 27 ayes, 0 nays, Mr. President, on adoption of the committee amendments.

SPEAKER MARVEL: The committee amendments are adopted,